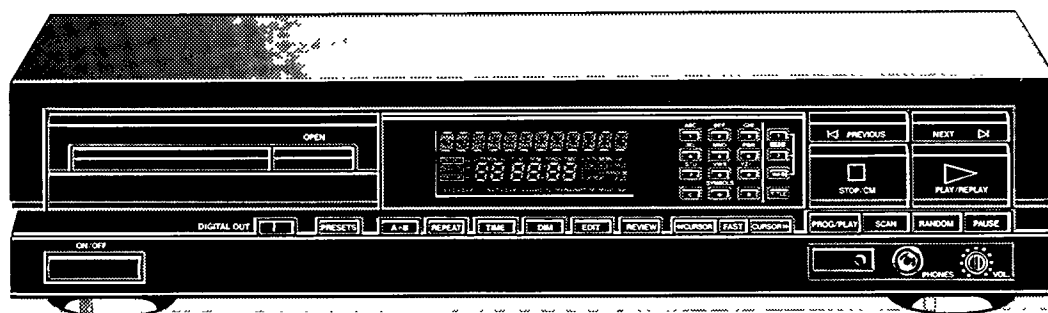




CONSUMER ELECTRONICS

PHILIPS



CD 634

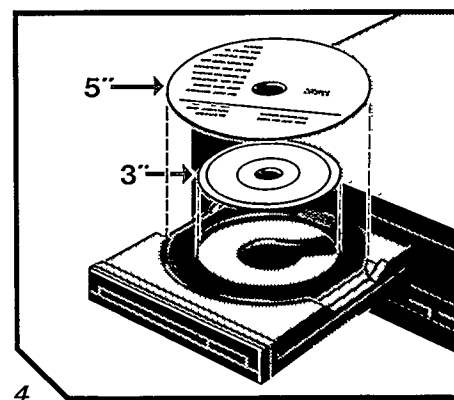
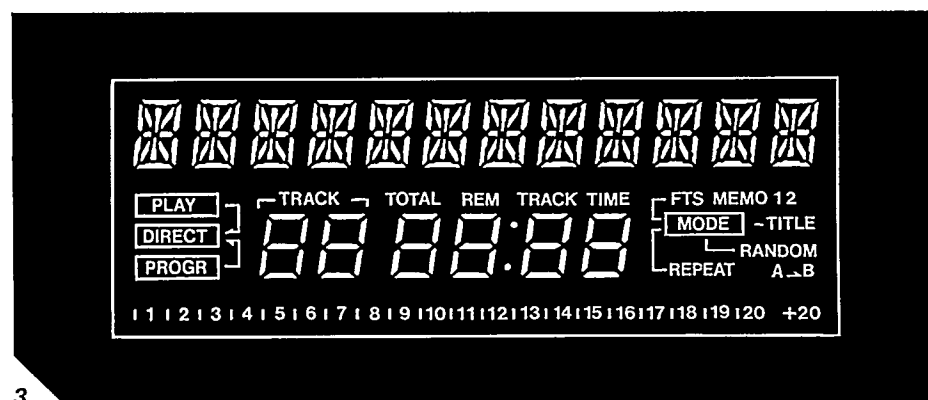
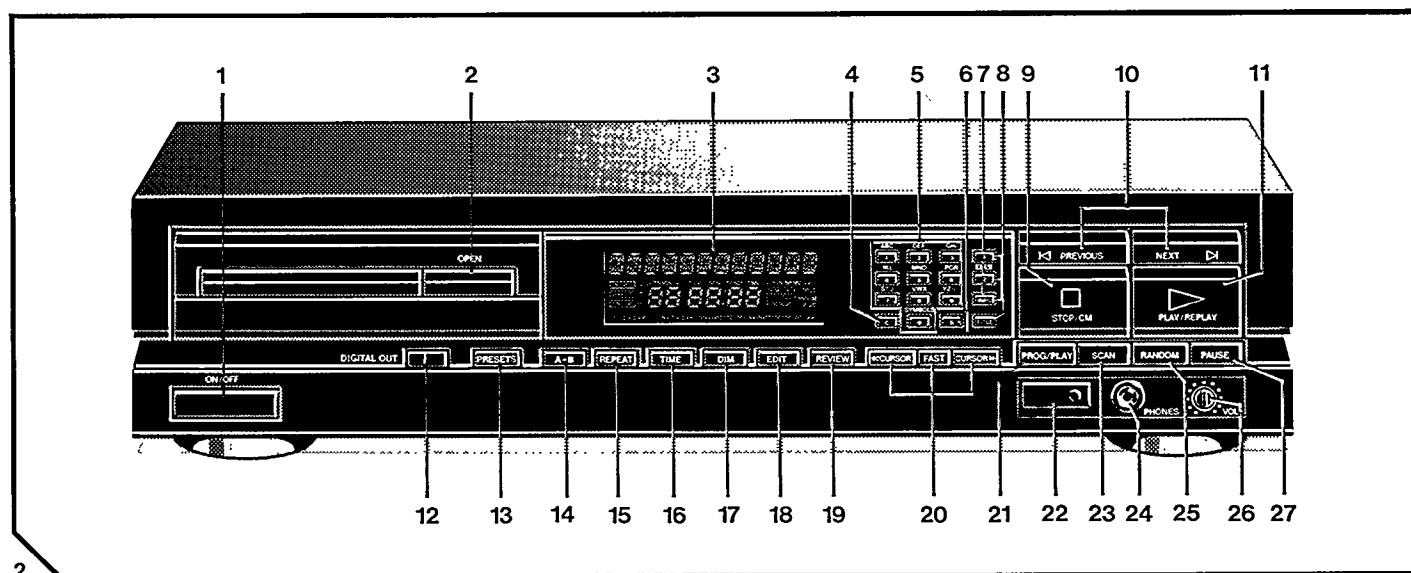
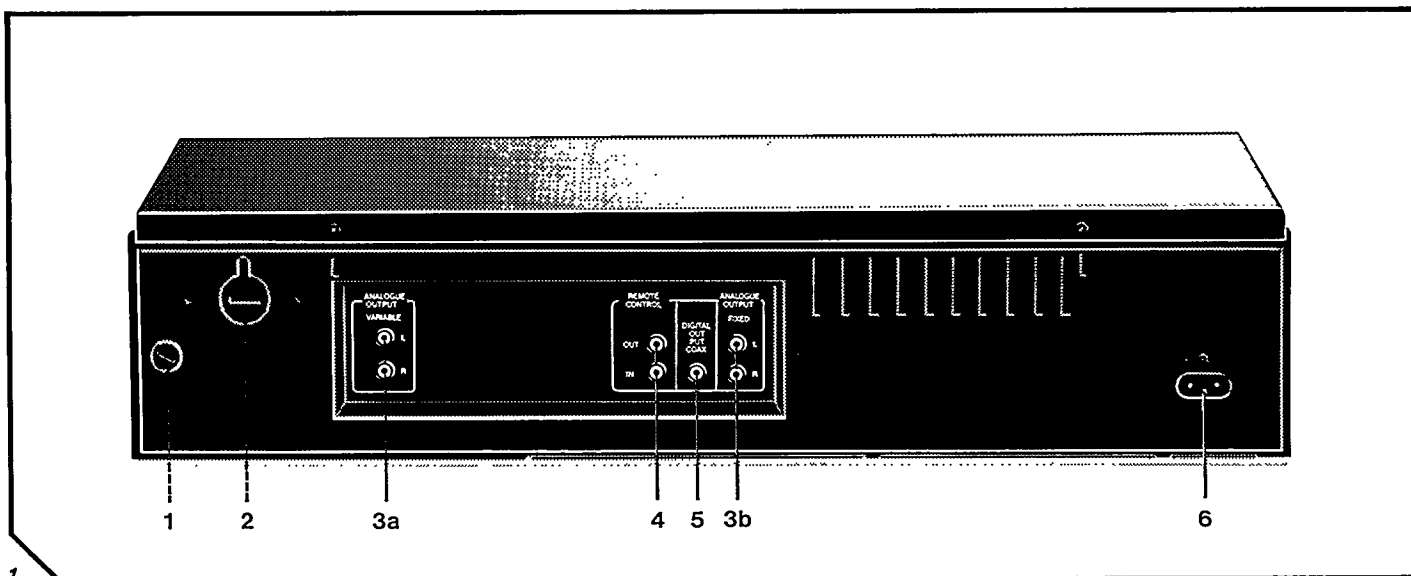
Compact Disc Player
Lecteur de Disques Compacts

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This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the Radio Interference Regulations of the Canadian Department of Communications.

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Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de Classe B prescrites dans le Règlement sur le Brouillage Radioélectrique édicté par le Ministère des Communications du Canada.



INSTALLATION

POWER SUPPLY SETTING

The plate on the rear of your player indicates the power voltage for which it is set.

Certain versions of this player are equipped with a voltage selector (2), which enables you to set the player to the correct power voltage yourself. When changing the voltage setting, it is also necessary to change the fuse to one of the correct rating: 300 mA (slow blow fuse) for 110/127 V; 140 mA (slow blow fuse) for 220/240 V.

CONNECTIONS (Fig. 1)

1 Fuse holder (*not all versions*)

See 'Power supply setting'.

2 Voltage selector (*not all versions*)

See 'Power supply setting'.

3 ANALOGUE OUTPUT

VARIABLE (a): for connecting to an amplifier or HiFi system *without* its own remote control.

FIXED (b): for connecting to a PHILIPS amplifier or HiFi system *with* its own remote control.

- Insert a red plug into the 'R' jack and the other plug into the 'L' jack of the FIXED output (3b) or the VARIABLE output (3a). In the case of connection via the VARIABLE output, the sound level can be adjusted with the ▼ VOLUME ▲ buttons on the remote control.
- Insert the two other plugs into the corresponding jacks of the CD or AUX input of your amplifier. You can also use the TUNER or TAPE IN connection, but *never* the PHONO input!

4 REMOTE CONTROL OUT IN

Use these jacks for connecting the player to a PHILIPS HiFi system with compatible REMOTE CONTROL OUT IN jacks and its own remote control system.

5 DIGITAL OUTPUT COAX

For digital signal processing or future applications such as CD-I. This output supplies a digital signal and can therefore only be connected to an input which is suitable for this signal.

Never connect this jack to a non-digital input of an amplifier, such as AUX, CD, TAPE, PHONO, etc!

6 Inlet for the power cord

OPERATION

FRONT OF PLAYER (Fig. 2)

1 ON/OFF

Switching on and off.

2 OPEN

Opening the CD compartment; the compartment closes when the front is pressed briefly.

3 Display

Informs you about the functioning of the player.

4 C(lear)

- Erasing track numbers from a program.
- Erasing favorite track selections.
- Erasing 'names' from the title memory.

5 Digit/alphabet buttons

- Selecting another track during play.
- Selecting a track to start play with.
- Selecting tracks when compiling a program.
- Entering the recording time when making a tape recording.
- Naming CDs and track numbers.

6 S(tore)

- Storing tracks in a program.
- Storing a program in the FTS memory.
- Storing personal preferred settings.
- Storing 'names' in the title memory.

7 FTS (= Favorite Track Selection)

1 and 2

- Activating the FTS memory.

INFO

- Checking the FTS and the title memory.

8 TITLE

- Naming CDs and track numbers.
- Calling up a 'name' you have entered.

9 STOP/CM

- Stopping play.
- Erasing a program (CM = Clear Memory).

10 PREVIOUS and NEXT

- Selecting another track during play.
- Selecting a track to start play with.
- Entering the recording time when making a tape recording.

11 PLAY/REPLAY

- Starting play.
- Returning to the beginning of a track.

12 DIGITAL OUT

Switching the digital output (DIGITAL OUTPUT COAX) on and off.

Only use this button if you connect the player to other digital equipment via this output.

13 PRESETS

Entering personal preferred settings.

14 A-B

Setting the starting and stopping point of a passage to be repeated.

15 REPEAT

Repeating play.

16 TIME

Selecting the time information you want to see.

17 DIM

Adjusting the brightness of the display.

18 EDIT

Entering the recording time when making a tape recording.

19 REVIEW

Checking a program.

20 ⏮ CURSOR and CURSOR ⏭

- Fast search to a particular passage; when used in conjunction with **FAST**, the search speed is increased.
- Moving the cursor when entering 'names' and personal preferred settings.

21 PROG(ram)/PLAY

Direct programming or immediate selection and playback of track numbers.

22 Remote eye

Receives the signals from the remote control.

23 SCAN

Automatically playing the beginning of each track.

24 PHONES

Connecting headphones.

25 RANDOM

Playing in random order.

26 VOL(ume)

Adjusting the volume when listening with headphones.

27 PAUSE

Interrupting play.

REMOTE CONTROL

- OPEN CLOSE

Opening and closing the CD compartment.

- ◀ INDEX ▶

Selecting another index number during play.

Selecting an index number to start play with.

- ▼ VOLUME ▲

Adjusting the sound level when the player is connected via the VARIABLE output to an amplifier or HiFi system *without* its own remote control.

- ◀ TRACK ▶ = PREVIOUS and NEXT.

- ◀ SEARCH ▶ = ⏮ CURSOR and CURSOR ⏭.

DISPLAY (Fig. 3)

PLAY DIRECT - Lights up when the player is set to the direct play mode.

DIRECT PROGR(am) - Lights up when the player is set to the direct programming mode.

TRACK - Indicates:

- what track is being played;
- the number of tracks on the CD;
- the number of tracks in a program.

TRACK TIME - Indicates:

- the elapsed playing time of the track being played;
- the total playing time of the CD or a program.

REM TRACK TIME - Indicates the remaining playing time of the track being played.

TOTAL REM TIME - Indicates the remaining playing time of the CD or a program.

MODE - Indicates the following functions:

- FTS MEMO 1 or FTS MEMO 2

Flashes after the FTS 1 or FTS 2 button has been pressed.

Lights up when a program from the FTS memory is played.

- TITLE

Lights up after the TITLE button has been pressed.

- RANDOM

Lights up when the tracks are played in random order.

- REPEAT

Lights up when you repeat a CD or program.

- A-B

Lights up when a passage is repeated.

1-20 track number indicator - Shows the number of tracks on the CD.

+ 20 - Lights up when there are more than 20 tracks on the CD.

READING - Lights up when you switch the player on.

8 CM DISC - Lights up when a 3" (8-cm) CD is loaded.

12 CM DISC - Lights up when a 5" (12-cm) CD is loaded.

PLAY - Lights up during play.

PAUSE - Lights up when play is interrupted.

GO INTO STOP - Lights up if you try to activate a function for which you must first stop play.

GO INTO PLAY - Lights up if you try to activate a function for which you must first start play.

ERROR - Lights up if you make a mistake when operating the player.

PLAYBACK (PLAY/REPLAY)

- Press ON/OFF to switch the player on.

- **READING** lights up, followed by **INSERT DISC**.

- Open the CD compartment by pressing OPEN or OPEN CLOSE (remote control).

- **TRAY OPEN** lights up, followed by **INSERT DISC**.

- Insert a CD, **printed side up (Fig. 4)** and close the compartment.

- **TRAY CLOSE** lights up, followed by **READING**.

- **8 CM DISC** or **12 CM DISC** lights up and the number of tracks and the playing time of the CD are shown on the display; **DISC READY** lights up.

- Press **PLAY/REPLAY**.

- **PLAY** lights up and playback starts.

You can also press **PLAY/REPLAY** immediately after inserting the CD; the compartment then closes automatically.

- The number indicator shows how many tracks are on the CD; when a track has been played its number disappears.

- The track being played is always shown under **TRACK** and its elapsed playing time is shown under **TRACK TIME**.

- Play stops after the last track.

- Press ON/OFF to switch the player off.

ADJUSTING THE SOUND LEVEL (▼ VOLUME ▲)

IMPORTANT!

Use the ▼ VOLUME ▲ buttons only if the player is connected via the VARIABLE output to an amplifier or HiFi system *without* its own remote control.

- Hold ▼ VOLUME (remote control) pressed down.

- **VOLUME** lights up.

- The output signal from the player will now decrease gradually; the successive steps are shown on the display ('8' to '1').

- Release the button as soon as the required sound level is obtained.

- If you hold **VOLUME ▲** (remote control) pressed down, the output signal from the player will increase again gradually to the maximum level ('8').

- Release the button as soon as the desired sound level is obtained.

ADJUSTING THE BRIGHTNESS OF THE DISPLAY (DIM)

- Hold DIM pressed down.
 - *BRIGHTNESS* lights up.
 - The brightness of the display will now decrease gradually; the successive steps are shown on the display ('8' to '1').
- Release the button as soon as the required brightness level is obtained.
- If you press DIM again the brightness will increase up to the maximum level ('8').

CALLING UP OTHER TIME INFORMATION (TIME)

- Press TIME whenever you want to know the remaining playing time of the track being played (REM TRACK TIME).
- Press TIME again if you wish to know the remaining playing time of the entire CD (TOTAL REM TIME).
- Press TIME again if you wish to return to the elapsed playing time indication (TRACK TIME).

GOING BACK TO THE BEGINNING OF A TRACK (PLAY/REPLAY)

- Press PLAY/REPLAY.
 - The track starts again from the beginning.

SELECTING ANOTHER TRACK DURING PLAY ('1-0')

- Key in the desired number (numbers consisting of two figures must be keyed in *within 2 seconds*).
 - The music stops and a moment later the selected track begins to play.

WRONG TRACK will light up if you select a non-existent number. You can also select the number by using NEXT or PREVIOUS. *DISC END* will light up if you press NEXT while the last track is playing. *DISC BEGIN* will light up if you press PREVIOUS while the first track is playing.

SELECTING ANOTHER INDEX NUMBER DURING PLAY (◀ INDEX ▶)

IMPORTANT!

Index numbers are not indicated specifically on the display. If the parts of a track have index numbers, this will be specified in the track list in the CD holder.

- Press INDEX ▶ or ◀ INDEX (remote control) until the required index number appears on the display.
 - The music stops and a moment later the selected index number begins to play.

If the index number selected does not exist, play will start again at the beginning of the current index number.

SEARCHING FOR A PASSAGE DURING PLAY (◀◀ CURSOR and CURSOR ▶▶)

- Hold ◀◀ CURSOR down to search backwards to the beginning.
- Hold CURSOR ▶▶ down to search forwards to the end.

If you reach the end of the last track and release CURSOR ▶▶, play will resume a few seconds before the end of the disc. At this search speed sound is audible.

Fast search for a passage:

- Press FAST.
 - *FAST* lights up.
- Press ◀◀ CURSOR or CURSOR ▶▶ again.

At this search speed no sound is audible.

SCANNING A DISC (SCAN)

- Press SCAN before or during play.
 - If the CD compartment was open, it will now close.
 - *SCANNING* lights up and the first 20 seconds of each track are played in turn.
- When the player reaches a track which you wish to hear in full, press PLAY/REPLAY.
- Press SCAN again if you wish to return to normal play.

If you only wish to hear the first 10 seconds:

- Press FAST and then SCAN.
 - *FAST SCAN* lights up.
 - Now only the first 10 seconds are played.

STARTING WITH A PARTICULAR TRACK ('1-0')

- Set the player to the direct play mode (PLAY DIRECT) using PROG/PLAY.
- Key in the required number (numbers consisting of two figures must be keyed in *within 2 seconds*).
 - Play starts from the selected track.

You can also select the number by using NEXT or PREVIOUS and then pressing PLAY/REPLAY.

WRONG TRACK lights up if you select a non-existent number.

BEGINNING WITH A PARTICULAR INDEX NUMBER (◀ INDEX ▶ and PAUSE)

- Set the player to the direct play mode (PLAY DIRECT) using PROG/PLAY.
- Press PAUSE.
- Select the track number you wish to start with.
- Then press INDEX ▶ or ◀ INDEX (remote control) until the desired index number appears on the display.
- Press PAUSE again.
 - Play starts from the selected index number.

If you select a non-existent index number, playback starts with the selected track.

PLAYING IN A RANDOM ORDER (RANDOM)

- Press RANDOM before or during play.
 - If the CD compartment was open, it will now close.
 - *RANDOM* lights up and all the tracks are now played in a random order.
- Press RANDOM again if you wish to return to normal play.

If you press PREVIOUS, you will return to a track which has already been played.

If you press NEXT, you will select any one of the following tracks. If you press REPEAT, the tracks will be repeated in a different order each time, although the first track played will always be the same. The digit buttons '1-0' cannot be used during random-order play.

INTERRUPTING PLAY (PAUSE)

- Press PAUSE.
 - *PAUSE* lights up.
- Press PAUSE again to restart.

OPERATION

REPEATING A PASSAGE (A-B)

- During play press A-B at the required starting point.
 - A lights up, while B flashes.
- Press A-B again at the required stopping point.
 - B now lights up.
- The passage between points A and B will now be replayed continuously.
- Press A-B again if you wish to return to normal play.

To find the starting and stopping points quickly, you can use CURSOR ► and ◄ CURSOR.

REPEATING THE CD (REPEAT)

- Press REPEAT before or during playback.
 - REPEAT lights up and the CD will now be repeated continuously.
- Press REPEAT again to stop the CD being repeated.

STOPPING PLAY (STOP/CM, OPEN or OPEN CLOSE)

- Press STOP/CM if you merely wish to stop play.
- Press OPEN or OPEN CLOSE if you wish to stop and take out the CD.

PROGRAMMING

Before storing a program first select either:

ADD-IN programming: store the tracks which are to be played and their order. Up to 30 tracks can be stored in this way. Or:

TAKE-OUT programming: erase the track numbers you do not want to hear. Now you can store as many numbers as there are tracks on the CD.

- Press PRESET.
- Press S(tore) until *POS PROG* or *DEL PROG* appears.
- Select *POS PROG* (= add-in) or *DEL PROG* (= take-out) by using CURSOR ►.
- Press S(tore).
- Press PRESET.
- Set the player to the direct programming mode (DIRECT PROG) using PROG/PLAY.

NOTE!

- Index numbers cannot be stored.
- Once you have started programming in one of the two ways, you can **no longer** switch to the other way.

ADD-IN PROGRAMMING

- Key in the required numbers; every number you key in will be directly included in the program.
 - Each time you key in (= store) a track number, the number of tracks and the playing time of your program will be shown under TRACK and TRACK TIME; if the program is longer than 99 minutes and 59 seconds, then --:-- lights up.
- The track number indicator always shows which numbers have been stored.

You can also store the tracks **during** play; as soon as you have entered (= stored) the first number, play continues with the programmed track numbers.

PROGRAMMING

TAKE-OUT PROGRAMMING

- Key in the numbers you wish to omit; every number you key in will be erased directly.
 - Each time you key in (= erase) a track number, the remaining tracks and their playing time will be shown under TRACK and TRACK TIME.
- The track number indicator always shows which tracks remain for inclusion in your program.

You can also key in (= erase) the tracks numbers **during** play.

STORING A PROGRAM USING SCAN

- Press (FAST) SCAN before or during play.
 - (FAST) SCAN(NING) lights up.
- The first (10 or) 20 seconds of each track are played in turn.
- Now you can compile your program:

Add-in

- Press S(tore) at each track you wish to include in the program.
 - The programmed numbers appear on the track number indicator.

Take-out

- Press C(lear) at each track you do **not** wish to include in the program.
 - The erased numbers disappear from the track number indicator.

CHECKING THE PROGRAM (REVIEW)

- Press REVIEW prior to, during or after programmed play.
 - *PROG(ram) REVIEW* lights up; all the numbers appear in the programmed sequence under TRACK.

NO PROGRAM lights up if no track numbers have yet been stored.

PLAYING THE PROGRAM (PLAY/REPLAY)

- Press PLAY/REPLAY.
 - *PROGRAM PLAY* lights up and playback starts with the first number of the program.

All buttons (except EDIT, PRESETS, TITLE and INFO) can be used during programmed play.

Search for a particular passage is only possible within the track being played.

As long as the player is in the direct programming mode (DIRECT PROG) you can continue to add to the program during playback.

ERASING A PROGRAM (STOP/CM, OPEN or OPEN CLOSE)

- Press STOP/CM twice or, if the CD has already stopped, just once; you can also press OPEN or OPEN CLOSE straight away.
 - The program has now been erased.

ERASING A TRACK FROM THE PROGRAM (CLEAR)

- Set the player to the direct programming mode (DIRECT PROG) using PROG/PLAY.
- Press REVIEW before or after programmed play (STOP mode).
 - *PROG(ram) REVIEW* lights up; all the numbers appear in the programmed sequence under TRACK.
- Press C(lear) as soon as the number you wish to erase appears.
 - The number disappears from the number indicator; it has now been erased.

For each CD you can store two programs in the player's permanent (FTS) memory.

Your favorite track selections of a given CD can then be called up and played whenever you wish.

The selections will remain stored in the FTS memory even if you play the entire disc or compile a different program from it.

The number of CDs which can be stored in the FTS memory depends on the number of tracks in each program.

STORING A FAVORITE TRACK SELECTION (FTS and STORE)

- Compile your program as described in the 'PROGRAMMING' section (add in or take out).
- Press FTS 1.
 - FTS MEMO 1 starts flashing.
- Press S(tore).
 - *STORED* lights up, followed by the ranking number of this program.
 - The selection is now stored in the FTS 1 memory under this number.

If you wish to store a further selection from the same CD:

- Press STOP/CM (if you have stored the first program *during* playback you must press STOP/CM twice).
- Compile the second program.
- Press FTS 2.
 - FTS MEMO 2 starts flashing.
- Press STORE.
 - *STORED* lights up, followed by the ranking number of this program.
 - The selection is now stored in the FTS 2 memory under this number.

NOTE!

- If a selection of a particular CD has already been stored, then it is automatically erased and the new selection is stored under the old ranking number.
- If *NO SPACE* appears, then the FTS memory is full: you must erase one or more old FTS programs to make room to store the new program.
- If *NO PROGRAM* appears, then no program has been compiled first.

FTS PROGRAMMED PLAY (FTS and PLAY/REPLAY)

- Press FTS 1 or FTS 2.
 - FTS MEMO 1 or FTS MEMO 2 starts flashing.
- Press PLAY/REPLAY.
 - *PROGRAM PLAY* lights up and the chosen selection will now be played.
- Press STOP/CM twice if you wish to revert to normal play.

If *NOT IN FTS 1*, *NOT IN FTS 2* or *NO FTS FOUND* appears, no favorite selection has been stored.

All buttons (except EDIT, PRESETS, TITLE and INFO) can be used while a favorite selection is being played.

Search for a passage is only possible in the track which is being played.

As long as the player is in the direct programming mode (DIRECT PROG) you can continue to add to the program during playback.

CHECKING THE FTS MEMORY (INFO)

- Press INFO (in STOP mode).
 - *FTS INFO* lights up; the following information appears on the display in this order:
 - The number of CDs in the FTS 1 and FTS 2 memory. For example: *FTS1 04 DISC* and *FTS2 05 DISC*.
If the FTS memory is empty, then you will see *FTS 1 EMPTY* and/or *FTS 2 EMPTY*.
 - The number of spaces available in the memory.
For example: *112 SPACE*.
 - The number of times that the CDs in the FTS 1 and FTS 2 memory have been played: *FTS1 INFO*, followed by, for example, *NR 01 03 PL*, *NR 02 05 PL*, etc.
FTS2 INFO, followed by, for example, *NR 01 04 PL*, *NR 02 06 PL*, etc.
 - Then *TITLE MEMORY* appears. You are now given information on the 'names' which you have given to CDs and/or track numbers. For this refer to: 'NAMING CDs AND TRACK NUMBERS' under 'OTHER POSSIBILITIES'.

With NEXT you can proceed more rapidly to the next block of information.

ERASING A FAVORITE TRACK SELECTION (CLEAR)

- Press INFO (in STOP mode).
 - *FTS INFO* lights up.
- Press NEXT until the ranking number appears on the display; for example *NR 02 01 PL*.
- Hold C(lear) pressed down until *DELETED* lights up.
 - The selection has now been erased.

If you do not know the ranking number:

- Load the CD and close the CD compartment.
- Press FTS 1 or FTS 2.
 - FTS MEMO 1 or FTS MEMO 2 starts flashing.
- Hold C(lear) pressed down until *DELETED* lights up.
 - The selection has now been erased.

ERASING THE ENTIRE FTS MEMORY (REPEAT and CLEAR)

- Press FTS 1 or FTS 2.
 - FTS MEMO 1 or FTS MEMO 2 starts flashing.
- Press REPEAT and then press C(lear) immediately.
- Hold both buttons pressed down until *CLEARING ALL* lights up, followed by *ALL CLEARED*.
 - The entire FTS memory has now been erased.

OTHER POSSIBILITIES

PERSONAL PRESETS (PRESETS)

IMPORTANT!

- When entering settings allow no more than **7 seconds** to elapse between pressing the various buttons.
- Each time you press S(tore), the next function to be set will automatically appear on the display. You must therefore store the functions in the order in which they appear on the display.
- All the settings will remain stored in the player's memory, even if you switch it off.
- You can set the following in this order:

The brightness of the display (BRIGHTNESS)

- Press PRESETS.
- PP (= Personal Presets) lights up.
- After BRIGHTNESS you will see the level at which the brightness has been set.
- Press CURSOR \blacktriangleright or \blacktriangleleft CURSOR until you obtain the desired brightness.
- Press S(tore).
- The brightness has now been set.

The play mode (AUTO)

Depending on what play mode you select, after switching on the player, play will automatically begin with:

- the whole CD (AUTO-PLAY);
- the FTS 1 program (AUTO-FTS 1);
- the FTS 2 program (AUTO-FTS 2) or
- the tracks of the CD in a random order (AUTO-RANDOM).

If you select AUTO-STOP, then you must start play yourself with PLAY/REPLAY, RANDOM or SCAN.

- AUTO-STOP lights up.
- Select the required play mode by using CURSOR \blacktriangleright or \blacktriangleleft CURSOR.
- Press S(tore).
- The play mode has now been set.

The sound level of the player (VOLUME)

If the player is connected to the amplifier via the VARIABLE output, play always starts at the set sound level.

- VOLUME lights up; after this you will see the sound level which has been set.
- Select the desired level by using CURSOR \blacktriangleright or \blacktriangleleft CURSOR.
- Press S(tore).
- The sound level has now been set.

The fade-in- and fade-out time (FADE TIME)

When play starts the volume will gradually increase over the period of time entered (max. 20 sec.) to the sound level set on the amplifier. For this close the CD compartment with PAUSE and start play by pressing PAUSE again.

If you press PAUSE *during play* the volume will gradually decrease. Restart play by pressing PAUSE again.

- FADE TIME lights up.
- Under TIME you will see the set fade-in/fade-out time.
- Select the required time by using CURSOR \blacktriangleright or \blacktriangleleft CURSOR.
- Press S(tore).
- The fade-in/fade-out time has now been set.

The programming mode (See also: 'PROGRAMMING')

- POS PROG or DEL PROG lights up.
- Select the desired programming mode by using CURSOR \blacktriangleright (POS = add-in or DEL = take-out).
- Press S(tore).
- The programming mode has now been set.

Extra pause (COPY PAUSE)

You can insert an extra pause of up to 5 seconds between tracks.

- COPY PAUSE lights up.
- If you have set an extra pause time, this will be shown under TIME.
- Using CURSOR \blacktriangleright or \blacktriangleleft CURSOR, select the number of seconds of extra pause you wish to insert.
- Use S(tore) to store the extra pause.
- BRIGHTNESS lights up again; you have now been through all the presets.
- Press STOP/CM or PRESETS again.
- DISC READY lights up and the display shows the number of tracks and the playing time of the CD.

RECORDING FROM YOUR COMPACT DISC PLAYER (EDIT)

In the EDIT mode you can store the recording time of the tape in the player memory. This will then determine which tracks fit on one side of the tape and a pause will automatically be inserted after the last track.

IMPORTANT!

- If the player has been connected to the amplifier via the VARIABLE output, the \blacktriangledown VOLUME \blacktriangle buttons may not be used during recording, as they affect the strength of the signal from the player.
- If the sound level has been reduced in the PRESETS mode, it must be returned to the sound level set on the amplifier using CURSOR \blacktriangleright .
- Press EDIT.
- CASSETTE lights up with beneath it C 090.
- With NEXT or PREVIOUS you can now select the required recording time: 'C 120', 'C 046', 'C 060' or 'C 90'.
You can also key in the time using the '1-0' digit buttons; for a 60-minute tape you should key in '060'.
- You can now record the entire CD or a program from it; the program must be stored in advance.
- Press PLAY/REPLAY.
- CASSETTE SIDE A lights up, followed by PLAY or PROGRAM PLAY.
- The track number indicator shows which tracks fit onto side A of the tape; these numbers will be played one after the other.
- If an extra pause time (COPY PAUSE) has been stored, this will be counted down first after each track, followed by the pause time which is already on the CD.
- After the last track play will stop.
- CASSETTE SIDE B lights up and the track number indicator now indicates the tracks for side B.
- Turn the tape over.
- The remaining tracks will now be played.

NOTE!

As soon as you press PLAY/REPLAY, the other player functions (except TIME, REVIEW and DIM) will temporarily be switched off to prevent the recording being interfered with.

LISTENING WITH HEADPHONES (PHONES)

- Connect headphones with a 6.3 mm jack plug to the PHONES jack.
- The sound level is adjusted with the VOL(ume) control.

OTHER POSSIBILITIES

NAMING CDs AND TRACKS (TITLE)

Using the digit/alphabet buttons you can give all CDs and tracks a 'name'. A 'name' can consist of a maximum of 12 characters (letters, digits and/or symbols). Each button has marked on it what digit and what letters can be entered with it. With '9' you can enter a space (). With '0' you can enter the symbols /, +, <, -, >, _ and *.

Naming a CD

- Press TITLE.
- TITLE lights up and the cursor begins to flash.
- You can now enter the required 'name'; after each character that you key in press CURSOR \rightarrow to pass on to the next position on the display (with \leftarrow CURSOR you return to the previous position).
- Press S(tore) as soon as you have entered the complete 'name'.
- The 'name' disappears and **STORED** lights up.
- The 'name' appears again. The first character flashes; you can still change the 'name' if you wish.
- Press TITLE if there is nothing you wish to change.
- The 'name' has now been stored in the title memory.

Naming a track

- Press TITLE.
- TITLE lights up and the cursor begins to flash.
- Press NEXT or PREVIOUS until the required track number appears under TRACK.
- Enter the 'name' and store it using S(tore).

NOTE!

- If **NO SPACE** lights up, then the title memory is full: you will have to erase one or more 'names' to make space for the new one.
- Tracks can still be named even if a 'name' has already been stored for the entire CD.

CHANGING A 'NAME'

- Press TITLE.
- The 'name' appears on the display; the first character flashes.
- Enter the new 'name' and store it again using S(tore).

CHECKING THE TITLE MEMORY

- Press INFO.
- **FTS INFO** lights up.
- Press NEXT until **TITLE MEMORY** appears on the display.
- You will now see in succession: **TITLE NR 1** followed by the 'name', **TITLE NR 2** followed by the 'name', etc.
- If no 'names' have been stored, then **NO TITLE** lights up.

With NEXT you can proceed more rapidly to the next block of information.

ERASING A 'NAME'

- Press INFO.
- **FTS INFO** lights up.
- Press NEXT until the 'name' appears on the display.
- Hold C(lear) pressed down until **DELETED** lights up.
- The 'name' has now been erased.

ERASING THE ENTIRE TITLE MEMORY

- Press FTS 1 or FTS 2.
- FTS MEMO 1 or FTS MEMO 2 starts flashing.
- Press REPEAT and then press C(lear) immediately.
- Hold both buttons pressed down until **CLEARING ALL** lights up, followed by **ALL CLEARED**.
- The entire TITLE memory has now been erased.

ADDITIONAL INFORMATION

MAINTENANCE

The CDs

- Never write on the printed side of a CD.
- Do not attach any stickers to the CD.
- Keep the shiny surface of the CD clean. Use a soft lint-free cloth and always wipe the disc in a straight line from centre to edge.
- Never use cleaning agents for conventional records.
- Detergents or abrasive cleaning agents should not be used either.

The player

- A chamois leather slightly moistened with water is sufficient for cleaning the player.
- Do not use cleaning agents containing alcohol, spirits, ammonia or abrasives.

PROBLEMS AND THEIR LIKELY CAUSES

If a problem occurs, run through the points listed below before taking your player in for repair. Check whether:

- condensation has formed on the lens of the laser due to a dramatic change in temperature; this will disappear automatically after some time;
- the CD has been inserted correctly with the printed side up and that there is a CD in the compartment;
- the CD is dirty, badly scratched or warped;
- the player has been connected to the PHONO jack of the amplifier.

If the fault remains, try to clear it by switching the player off and on again. If this also fails to help, consult your dealer.

Under no circumstances should you repair the player yourself, as this will invalidate the guarantee!

TECHNICAL DATA

Typical Audio Performance

Frequency range: 2-20,000 Hz
Amplitude linearity: 0.035 dB
Phase linearity: 0.5° (2-20,000 Hz)
Dynamic range: 92 dB
Signal-to-noise ratio: 100 dB (A-weighted)
Channel separation: 95 dB
Total harmonic distortion: 0.0025%
D/A conversion: Bitstream conversion
(256 x oversampling, 1 bit)
Audio output level: 2 V_{rms}
Impedance PHONES jack: 8-1000 ohms

Power supply

Power voltage and frequency: see the type plate on the rear of the player
Power consumption: 12 W approx.
Safety requirements: CSA

Cabinet

Material/finish: metal and polystyrene with decorative trim
Dimensions (wxhxd):
16 $\frac{1}{32}$ " x 3 $\frac{3}{8}$ " x 10 $\frac{1}{8}$ " (420 x 90 x 280 mm)
Weight: 8.82 lbs (4 kg) approx.

Specifications are subject to change without notice

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